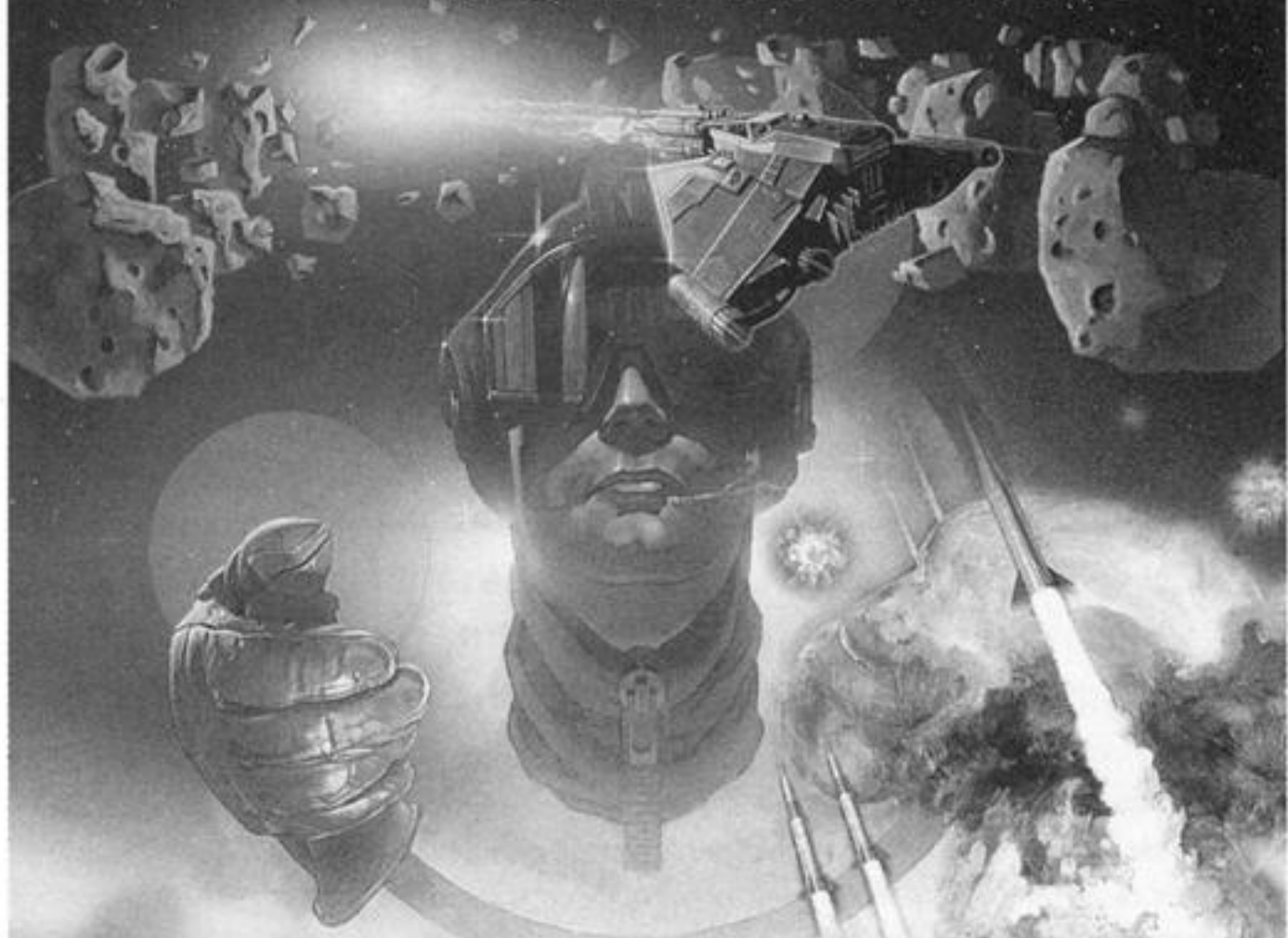GAME MANUAL

SUPER ASTEROIDS®

MISSILE COMMAND™

ATARI LYNX™
VIDEO GAME CARD · CARTE DE JEU

ATARI®

Stuck? Frustrated? Need a Hint?

Customer Help Hint Line

1-900-737-ATARI
(1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

**"This may be my last report ....
they're coming at me
from all sides ....
SUPER ASTEROIDS!!!!"**

A routine reconnaissance flight has just turned into a desparate fight for your life. You flew straight into an asteroid belt and there's only one way out - blast everything in sight. Unfortunately, you're not alone. Hostile alien ships are hiding in the asteroids and they seem to think this asteroid patch belongs to them. They're not at all happy to see you, and they'll do everything they can to make sure you don't make it through alive.

Man, this is not going to be a good day!

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Getting Started

1) Insert your Lynx Super Asteroids/Super Missile Command cartridge into your Lynx machine.
2) Turn on the Lynx.
3) Press the JOYPAD left to play Super Asteroids or right to to play Super Missile Command.
4) Press the A Button to start the game.

Strategy

You must destroy all of the asteroids on your screen before they crash into you. If you don't, they'll weaken your defense shields, knock you off course and finally, crush you in their path like a bug. Watch out for those unfriendly aliens, they want to blast you right out of their solar system. Friendly Powerups appear in the shape of a colored star - don't zap 'em, fly through them for extra weapons or shields (check POWERUPS details)

PLAYING THE GAME

A Button: Starts the game and fires your weapons
(hold down for autofire)

B Button: Powers the thrusters

Joypad: Rotates the ship in either direction.

SHIELDS

The white bar on the right side of your screen
shows the percentage of shield strength you have.
Alarms will sound at life-threatening levels. NOTE:
If you hit an asteroid your shields decrease rapidly.
If you hit an asteroid with no shield left you die.

SUPER MISSILE COMMAND

So, you want to save the earth, do you? Go ahead, be a hero ... take the hot seat

"S.O.S. .... S.O.S. .... S.O.S.
WE ARE UNDER ATTACK.
I REPEAT, WE ARE UNDER ATTACK -
CAN ANYBODY HEAR US .... ?"

(8)

You have command of three anti-missile silos. Your job is to protect major cities and millions of innocent lives.

You're in New York City when your radar detects incoming missiles. Heavy firepower from an unseen and merciless enemy is raining down on a defenseless civilian population.

It's one hell of a job, but you're the only one who can do it. You must intercept all the incoming warheads before they reach their targets - without wasting too much ammo, or running out. Watch your silos, too; if you lose any of those, it seriously reduces your fire power.

If you make it through the initial onslaught, the destruction moves on to devastate another capital city, and another. Is there no end to the evil rain of war? Play it and see.

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POWERUPS

Colored diamond-shaped stars of appear from time to time during the game. Fly through them using your rocket thrusters to collect them.

RED •••••••• Super Guns — Increases shot power - red indicator on left of screen shows stock level

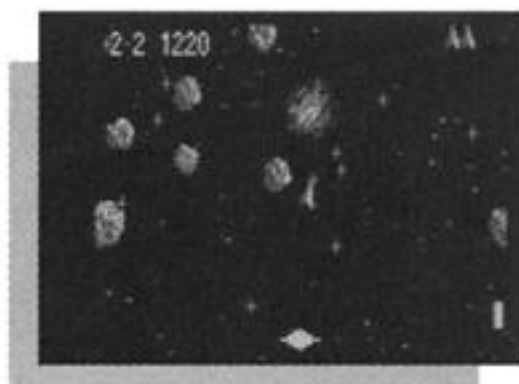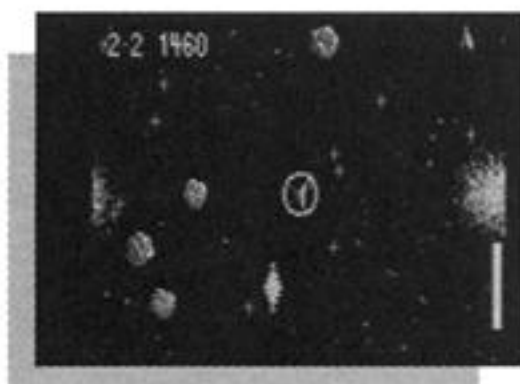YELLOW ••• Shields — Increases shield power

ORANGE ••• Smartbomb — Destroys all asteroids and aliens on screen

WHITE ••••• Super Shield — Destroys asteroids on contact - for short time

BLUE •••••• Super Guns — Mega-increases shot power

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THRUSTERS

Press left or right on the JOYPAD to rotate your ship clockwise or counter clockwise and press the B Button to power thrusters. To stop, fly backwards and use thrusters to break.

NOTE: You don't need to move your ship forward to play. You can fire from the center point and spin on the spot to shoot in all directions.

ROUNDS

When you have destroyed all the asteroids on your screen you start all over again with a new round, and even more asteroids. As the rounds increase so does the speed and the number of asteroids. The aliens get meaner with each new level, and their aim gets better, too.

Scoring

Large asteroids break into two medium-sized asteroids when shot.
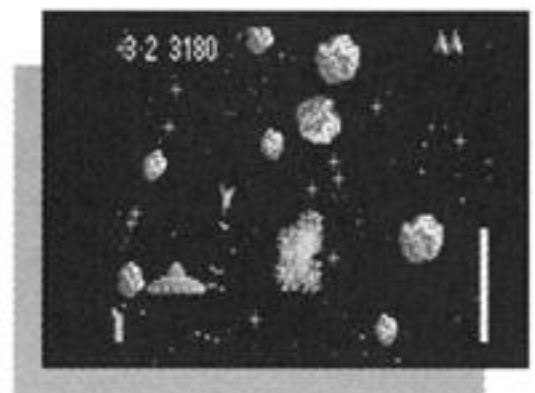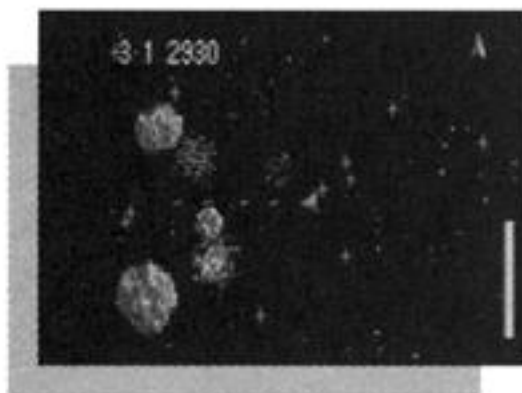Medium-sized asteroids break into two small asteroids that vaporize when they are shot.

Large Asteroid	10 points
Medium Asteroid	20 points
Small Asteroid	40 points
Large Space Ship	100 points
Small Space Ship	200 points

Screen Display

Top left hand corner ••• Current score, extra ships

White Bar ••••••••••••• Shield power levels

Red Bar ••••••••••••••• Super guns power level

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STRATEGY

You must protect each city- six districts per city-through four deadly assaults. The districts and missiles that remain are counted at the end of each wave. You will be awarded credits that allow you to buy more ammo. Depending upon the number of credits you earn, you can choose from all kinds of ammo to help you blast the opposition.

PLAYING THE GAME

A Button	Starts the game and fires missiles.
B Button	Fires special weapons.
Joypad	Moves cursor.

Scoring

Points are scored for destroying the Enemy:

Missiles	10
Bombers	35
Satellites	45
Smart Bombs	50
Small UFO	100
Large UFO	200

(30 extra missiles are added to your stock pile at the start of each wave.)

• Bonus City every 5000 points

• Bonus Points for each remaining District   100

• Bonus Points for unfired missiles   5

Scoring and bonus points increase with each successful round. Round number equals increase amount, i.e. Round 3 - triple points.

Spending Your Credits

Make it through the four attack waves and the MISSILES screen appears automatically. Your credits are shown at the top left of the screen. The missiles you can afford are highlighted; move the cursor over to the ones you want to purchase. Press the B Button to complete the transaction. All your missiles will change to that type. If you make a purchase that does not use your total credits, you carry the difference on to the next round. You can also buy extra ammo in packs of 10 missiles by selecting EXTRA AMMO.

(NOTE: SEEKING missiles are good for enemy weapons that are capable of avoiding your shots - go get 'em, boy!)
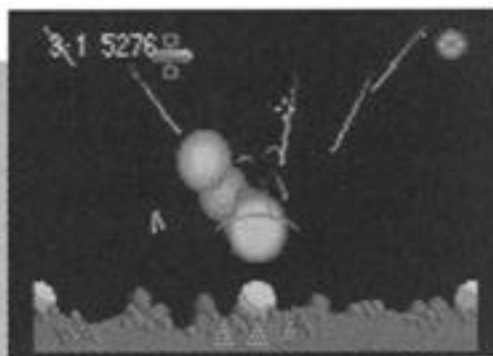
Press the A Button to get to the SPECIAL WEAPONS screen. You purchase Special Weapons the same way as Missiles, but you get only one shot per purchase. Press the B Button repeatedly for multiple purchases.

(NOTE: REMOTE Weapons wait until an enemy is nearby, then explode - sneaky, huh!)

To conclude your shopping and return to saving the world select EXIT and press the B Button.
Press the A Button to return to MISSILES screen.

SCREEN DISPLAY

Top left corner	**Level, wave, score**
Top right corner	**Current special weapon**
Bottom screen	**Current city, 3 missile silos (left, center and right), available ammo**

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